Ascension Legends Rulebook

Introduction

Eons have passed since the Heroes of Vigil rose up to defend their world against the Fallen God, Samael. The clash between these forces and the rise of the Godslayer following Samael's defeat ushered in an era of conflict and struggle, for with each victory against the forces of darkness, with each period of safety and stability, there inevitably followed a new foe, more terrifying than the last.

Generations of champions have given themselves to this eternal struggle, and Vigil has emerged victorious in the face of each threat, birthing legendary heroes that transcend the bonds of time and space. One might think that Vigil stands unassailable, steadfast against any storm, but something new and monstrous churns within the bowels of the Void.

Within the sulfurous cesspit of Deoful, lurk the red sisters, the Muses of Malevolence. As there is an element of divine inspiration in every act of creation, in every manuscript or sculpture, so too are there patrons for the arts of slaughter and destruction. The Muses of Malevolence have guided their artists since time immemorial. They have whispered to Samael, to Kythis, to Adayu. They have watched, and the cosmos have borne witness to their works.

Now the sisters take up the paintbrush and palette of carnage for themselves, to work a final masterpiece, wrought with the blood of Vigil and its people. They will sunder the world and build from its bones a work of art to stand for eternity.

Once again, a new generation of Heroes must rise. Untested, unblooded, you stand in the face of a threat the likes of which you can scarcely imagine. But the road you must walk is well-trodden, blazed by the legends that have come before you, and those legends reach out to you on your journey. Your deeds are known, your valor witnessed, and through fire and flame you must stand the test to become a legend — the future rests on your ascension.

Getting Started

Ascension Legends is the latest standalone expansion to the award-winning Ascension deck-building game. Players return to the world of Vigil in a time of crisis. The Muses of Malevolence threaten annihilation, and there are few to stand against them. But with the appearance of the Muses come Legendary Characters from Ascension's past—Heroes like yourself who, through their deeds, have transcended the bonds of mortality. These legends watch over you as you strive against the darkness, offering powerful Boons to

those who show fealty to their faction. Starting with a group of loyal but untrained followers, you will acquire mighty Heroes and powerful Constructs while building Renown with the Legendary Characters and striving to become a legend in your own right.

Ascension is a deck-building game. Each player begins the game with the same initial deck of cards, but you will customize and grow your deck's power as you play. On your turn, you will use your cards as resources to acquire new Hero and Construct cards for your deck or to defeat Monsters and earn their rewards. At the end of the game, the player with the most Honor from acquired cards and Monster rewards is the winner.

As with all Ascension expansions, Ascension Legends can be played on its own with 1-4 players, or can be combined with any of the previous Ascension sets to increase the player count and tailor the experience to your liking.

Ascension's Strengths

It's been nearly 15 years since the original release of Ascension, and in that time Stone Blade has released 16 standalone expansions, dozens of promotional cards, and a digital version of the game available on PC, Android, and iOS. Ascension has stood the test of time and continues to be one of the most beloved deck-building games available.

We might be biased, but these are some of the qualities we feel contribute to Ascension's ongoing success:

Accessibility: Ascension was designed from day one to be easy to set up, easy to learn, and easy to play, and we've ensured that every expansion meets that core requirement.

Depth: While simple to set up and play, Ascension offers immense strategic depth, making it a perfect fit for both casual and highly competitive gameplay.

Replayability: With an ever-changing Center Row, each game of Ascension is fresh and unique, and each expansion to the game only adds to the variety of gameplay experiences possible.

Expandandability: With more than 16 sets, there are a multitude of game mechanics and complexities available in the Ascension world of tabletop games. One of the best features of Ascension is that these games can be combined! Each set is unique and can be played on its own, but the Center Deck cards can also be combined with other sets to create mixtures of your favorite mechanics and gameplay experiences. This brings us to the latest standalone expansion, Ascension Legends.

What's New in Legends

For those familiar with Ascension, Legends transforms the game by adding the Renown mechanic and the Legendary Track.

At the heart of Ascension has always been the choice of what to acquire and defeat in the Center Row. Players compete to make smart decisions that will enhance their deck and give them an edge against their competition.

In Legends, this choice is given a new layer of strategic depth with the introduction of Renown. Each card players acquire and each Monster they defeat will earn Renown with one of the game's four factions, and each point of Renown earned will move players forward on the Legendary Track.

At the top of the Legendary Track are some of Ascension's most iconic Heroes, returned in the form of Legendary Characters watching over the world of Vigil and its latest generation of champions. As players advance on the Legendary Track, these Legendary Characters will reward them with powerful abilities that can shape both the fate of Vigil and the outcome of the game.

Prototype Contents

- 1 Deluxe Game Board.
- 50 Honor tokens.
    - 25 clear Honor tokens - worth one point each.
    - 25 red Honor tokens - worth five points each.
- 16 Renown Markers. **(The final product will include custom Renown Markers.)**
- 183 cards.
    - 95 black-bordered Center Deck cards. **(The final product will include additional Center Deck cards.)**
    - 4 packs of silver-bordered 'always available' cards and white-bordered Starter Deck cards. Each pack will contain the following:
        - 11 silver-bordered 'Always Available' cards:
            - 5 Mystics.
            - 5 Heavy Infantry.
            - 1 Cultist **(The final product will include just 1 Cultist total.)**
        - 10 white-bordered Starter Deck cards:
            - 8 Apprentice
            - 2 Militia
    - 4 Legendary Character tarot-sized cards. **(The final product will include 8 Legendary Characters produced in a lenticular style format. A sample of this has been included for your review.)**
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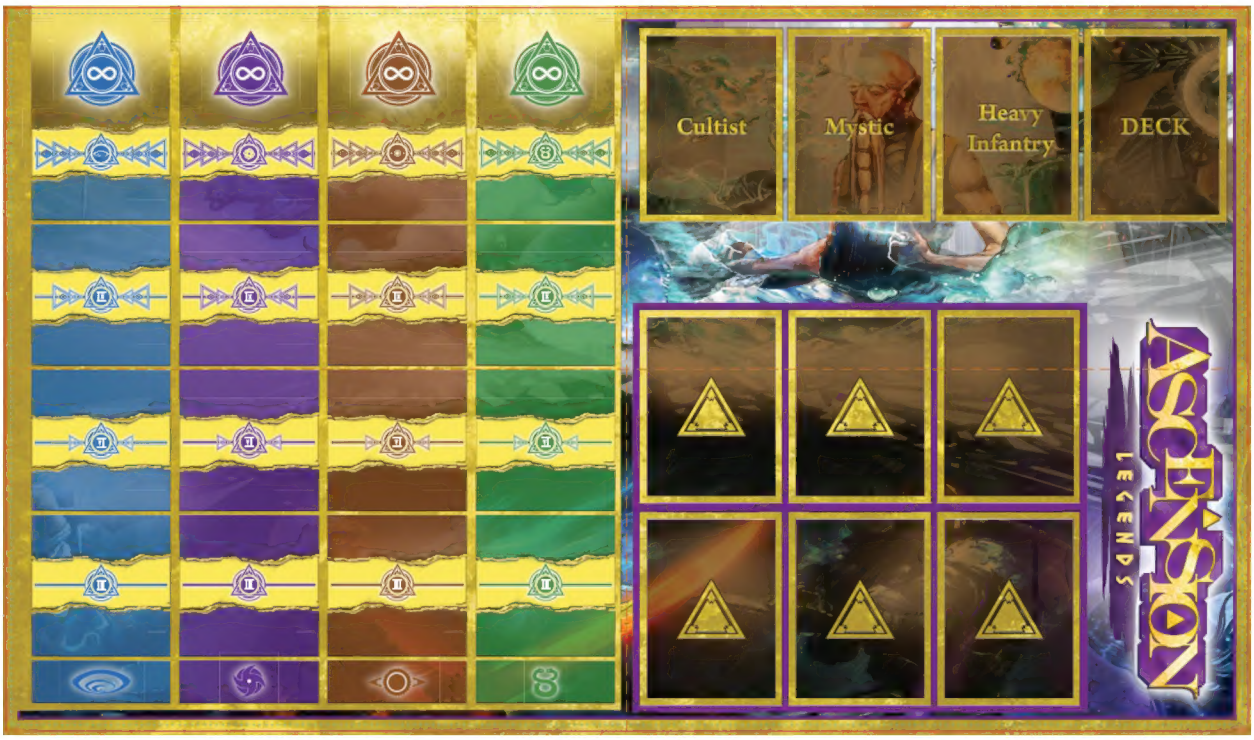
Setup

1) Place the game board in the center of the play space. The game board features designated spaces for the Center Deck and Center Row, and for the **Cultist**, **Heavy Infantry**, and **Mystic** decks.
2) New to the Ascension Legends game board is the Legendary Track, a central feature of the new game mechanics.



3) Similar to other Ascension games, separate the **Cultist**, **Heavy Infantry**, and **Mystic** cards into individual piles and place these face-up on the designated spaces on the game board. You may acquire or defeat these 'always available' cards on your turn by spending the required resources.

4) Also similar to other Ascension games, shuffle together all black-bordered cards to form the Center Deck and place this face-down in the appropriate spot on the game board.

5) From the Center Deck, reveal the top six cards and place these face-up in the designated spaces on the game board to form the Center Row, where players will compete to acquire powerful Heroes and Constructs for their deck and to defeat Monsters to gain their rewards.

6) Unique to Ascension Legends, place the four tarot-sized Legendary Character cards in the appropriate spaces at the top of the Legendary Track on the game board. The Legendary Characters included with this prototype are: Cetra, Kor, Naka, and Master Dhartha, but there will be 8 in total for the final game.These classic characters from the Ascension series are a focal point of the newly added game mechanics for Ascension Legends, adding a new gameplay element while revisiting some classic characters from the series.

7) Similar to other Ascension games, build the Honor Pool by placing Honor tokens in the play space within easy reach of all players. Red Honor tokens are worth five points, while clear Honor tokens are worth one. The Honor Pool should contain a total of 30 Honor per player. (60 for two players, 90 for three players, and 120 for four players.)

8) As with all Ascension games, each player begins the game with an identical starting deck of 10 cards: Eight **Apprentice** and two **Militia**. Each player should shuffle their starting deck and draw five cards to form their opening hand, leaving five cards remaining in their deck.

9) Unique to Ascension Legends Each player also begins the game with four Renown Markers: One for each faction. Place these at the bottom of each of the faction columns on the Legendary Track. These will be used to track your Renown with each faction during gameplay.

10) Randomly determine which player will go first. Play proceeds clockwise from there.

Turn Breakdown

On your turn, you make take the following actions in any order, as many times as you'd like:

- Play a card to gain Runes ( ), Power ( ), Honor ( ), Renown ( ) and other effects.
- Use a Construct you control for its effect.
- Acquire a Hero or Construct by paying its cost and putting it into your discard pile.
- Unique to Ascension Legends, acquiring a card allows you to gain Renown on the Legendary Track. This means that each time you acquire a card, you move 1 space along the Legendary Track for that specific faction.
- Defeat a Monster to gain Honor and other rewards.

When you have finished, take the following actions to end your turn:

- Place any played Hero cards and all cards remaining in your hand into your discard pile.
- Draw five cards from your personal deck to create your hand for the following turn.

When your personal deck is empty and you need to draw a card (or reveal a card from your deck), reshuffle your discard pile to replenish your personal deck. Each time you shuffle, the cards you've acquired become part of your ever evolving deck. Hero cards played during your turn are only put into your discard pile at the end of your turn, so if you need to replenish your deck in the middle of your turn, don't shuffle in the cards you've played this turn.

Please note that some cards will have text that contradicts the game rules listed within this rulebook. When this occurs, follow the text on the card.

Playing Cards from Hand

To play a Hero card, take the card from your hand and place it face-up in front of you, announce its effect, and follow the instructions on the card. Any choices required by the card must be made at that time, and any conditions for additional effects are then checked. Any [rune icon] or [power icon] generated can be saved and spent until the end of your turn. Heroes will remain in front of you until the end of your turn, when they are moved to your discard pile.

Constructs are played just like Heroes but will remain in play when you end your turn. Construct effects can be used when played and reused again on your following turns.

Acquiring Cards from the Center Row

You may acquire a Hero or Construct from the center row by spending Runes ([rune icon]) equal to the cost listed in the upper-right corner of the card, within the icon.

You may acquire any number of Heroes or Constructs on your turn, including the 'always available' **Mystics** and **Heavy Infantry**, as long as you pay the Rune cost for

each card you acquire. When you acquire a card, place it in your discard pile. If it was gained from the Center Row, replace it with the top card of the Center Deck (and turn it face up), so that the Center Row always has six cards available.

Defeating Monsters

You may defeat a Monster in the Center Row by spending Power ([power icon]) equal to the cost listed in the upper-right corner of the card, within the icon.

You may defeat any number of Monsters on your turn, including the 'always available' **Cultist**, as long as you pay the Power cost for each card you defeat. When you defeat a Monster, banish it to the Void and gain its listed reward. Immediately replace any openings in the Center Row with the top card of the Center Deck. The **Cultist** is always available to defeat and is never banished to the Void. There is no limit to how many times you can defeat the **Cultist** in a turn.

Gaining Honor

When you earn Honor ([honor icon]) for defeating a Monster, collect the appropriate number of Honor tokens from the Honor Pool and place them in front of you. Large red tokens are worth five Honor, small clear tokens are worth one Honor.

Monster rewards are not the only ways to gain Honor. Some Hero or Construct cards may grant you Honor when you play them, or when you fulfill certain conditions. Look for the number inside the Honor ([honor icon]) symbol in the card text to determine how much Honor they provide. (The number in the bottom-left corner of the card is how much Honor the card is worth at the end of the game. Cards that grant Honor will say so in the card's text.)

Banishing Cards

When a card tells you to banish a card in your hand and/or your discard pile, choose a card from that zone to put into the Void. If the chosen card is an **Apprentice** or **Militia**, return it to the game box instead of putting it into the Void. If the chosen card is a **Heavy Infantry** or **Mystic**, return it to the appropriate 'always available' pile instead of putting it into the Void.

Note: If a card allows you to banish a card in your hand, you cannot banish a card that you've already played during your turn, as that card is no longer in your hand. Some effects will expressly allow you to banish a card you've played that turn, rather than a card from your hand or discard pile.

Tip: *Banishing your weaker cards allows you to draw your powerful cards more frequently over the course of the game. Make sure to banish your* ***Apprentice*** *and* ***Militia*** *cards whenever you get the opportunity!*

The Legendary Track

At the heart of Ascension Legends is the Legendary Track, where players compete to gain Renown with some of Ascension's most iconic characters. Players will advance on this track over the course of the game, triggering powerful abilities (called Boons) offered by the Legends presiding over the events of the game. Reaching the end of the track cements your place as a legend with one of the four factions and allows you to acquire or defeat a card of that faction for free each turn.

Gaining Renown

Renown ([renown icon]) is the measure of your status as a growing legend. As players play cards, acquire Heroes and Constructs, and defeat Monsters they will gain Renown. Each time you gain Renown, you'll advance one space on the Legendary Track in the column of the appropriate faction.

There are three ways to gain Renown:

1) Each time you acquire a card from the Center Row, you'll gain one Renown with the faction(s) matching the card you acquired. If you acquire more than one card from the Center Row in a single turn, you'll gain Renown for each card you acquire. If you acquire a card belonging to more than one faction, you'll gain Renown with each matching faction.

2) Each time you defeat a Monster in the Center Row, you'll gain one Renown with the faction(s) matching the Monster you defeated. If you defeat more than one Monster in the Center Row in a single turn, you'll gain Renown for each Monster you defeat. If you defeat a Monster belonging to more than one faction, you'll gain Renown with each matching faction. Note that not all Monsters belong to a faction, and you do not gain Renown when defeating Monsters without a faction.

3) Many of the card effects present in the game will allow you to gain Renown. If a card tells you to gain [renown icon] move up the track one space in the faction indicated on the card. If no faction is indicated, move up the track one space in the faction of your choice.

Example: Ahra Recruit says "Draw a card. Gain 1 [renown icon], then banish this." This allows you to gain one Renown with a faction of your choice before banishing this card.

Boons

Each of the Legendary Characters selected at the start of the game offers a powerful Boon for players that reach certain milestones on the Legendary Track. When advancing on the track, each time one of your Renown Markers reaches one of these milestones, you'll trigger the Boon offered by the Legend associated with that faction.

Master Dhartha
Enlightened Hero
Once this turn, draw a card.
Dhartha, the Sage, keeper of Enlightened wisdom, was a beacon of profound insight in the realm of Vigil.
5
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Each Boon effect is printed clearly on one of the Legendary Character cards, and each is unique to that Legend.

When you earn a Boon from a Legendary Character, you can use that Boon at any point during your turn, before the turn ends. This means that you can continue to acquire Heroes and Constructs or to defeat Monsters before activating your Boon to maximize its effect, but you must use the Boon during the turn it was earned or it is lost.

If you reach more than one milestone on the Legendary Track within a single turn, you can choose when to use each of the Boons you acquired individually.

Milestones are printed on the third, sixth, and ninth spaces of each column on the Legendary Track.

The End of the Legendary Track

When you reach the 12th space along the path of any faction on the Legendary Track, you gain legendary status with that faction. On that turn and on each turn that follows, you may acquire or defeat one card from the Center Row belonging to that faction without paying its cost. As with Boons, you can choose to use this ability at any time during your turn.

Renown Threshold Effects

Many of the cards in Ascension Legends have an Renown Threshold Effect—an additional effect that triggers when the card is played if you've advanced to the required space on the Legendary Track in the column of that faction. When you play a card with an Renown Threshold Effect, you gain the additional effect as long as you've advanced *at least* as far on the Legendary Track as indicated on the card.

Example: Askara of Judgement draws you one card when played. It has a Renown Threshold Effect – draw an additional card – with a required Renown of six. When you play **Askara of Judgement**, you'll draw two cards if your Renown with the Enlightened faction is six or higher.

Ending your Turn

When you are done playing cards from your hand, acquiring Heroes and Constructs, and defeating Monsters, place any remaining cards in your hand and any Heroes that you played into the discard pile. You will lose all unspent [rune icon] and [power icon].

Draw five cards to replenish your hand for your next turn. If you run out of cards in your personal deck and need to draw more, reshuffle your discard pile into your deck.

When you end your turn, play passes clockwise to the next player.

Card Types

Ascension has three types of cards that can appear in the Center Row; Hero Cards, Construct Cards, and Monster Cards. These three card types are common in all Ascension games, but in Ascension Legends the cards you acquire can have a big impact on your movement along the Legendary Track.

Hero Cards

Heroes are the allies your recruit to aid you in your quest to save the realm of Vigil. You can use Runes [rune icon] to acquire new Heroes from the Center Row to improve your personal deck.

On your turn, you can play any number of Hero cards from your hand. When you play a Hero card, gain the effect listed on the card. *Heroes played during your turn will stay in front of you until the end of your turn, whereupon they are moved to your discard pile.*

Name
Ascetic of the Lidless Eye
5
Cost
Number of Runes you must spend to acquire this card.
Faction
There are four different factions:
• Enlightened
• Lifebound
• Mechana
• Void
Enlightened Hero
Draw two cards.
Effect
What the card does when played or in play.
"Devote yourself to the Eye," Dharthe said, "and see all that the universe has to offer."
Honor
How much Honor this card is worth.
3
Flavor Text
Flavor text has no game effect.
Rarity & Set Icon
Each ● represents a copy of the card in the center deck.

Construct Cards

Constructs are the many weapons, magical items, and fantastic devices you collect to be used in the battle for Vigil. You can use Runes [rune icon] to acquire new Constructs from the Center Row to improve your personal deck.

On your turn, you may play any number of Constructs from your hand. *Once played, Constructs stay in front of you and grant you their effects. They are not put in your discard pile at the end of the turn; they continue to help you turn-after-turn!* However, they can be destroyed by some Monster effects. If your Construct is destroyed, immediately place it in your discard pile. Some cards reference controlling Constructs. You control a Construct while it is in play in front of you, but not while it is in your deck or discard pile.

Monster Cards

Monsters are the forces of evil that serve the Muses of Malevolence in their bid to destroy the world of Vigil. You may spend Power [power icon] to defeat Monsters in the Center Row, which will send them to the Void and grant you their reward.

Monster rewards include Honor [honor icon], which is the scorekeeping method victory condition of Ascension games. When you earn Honor for defeating a Monster, collect the appropriate number of Honor tokens from the Honor Pool and place them in front of you. Large red tokens are worth five Honor, and small clear tokens are worth one Honor. It is important to note that like other Ascension games, the Honor Pool is finite. Once it is empty, the game ends.

Name
Earth Tyrant
6
Cost
Amount of Power you must spend to defeat this card.
Reward
What this monster does when defeated.
Monster
Card Type
Reward: Gain . Draw two cards.
In the caverns below you will find limitless power surrounded by fire and death.
Flavor Text
Flavor text has no game effect.
Rarity & Set Icon
Each ● represents a copy of the card in the center deck.

Game Mechanics

Multi-Faction Cards

Multi-Faction cards make a return in Ascension Legends! Not seen since the Ascension game *Dawn of Champions*, nearly 10 years ago and a fan favorite, these cards represent Heroes, Constructs, or Monsters that belong to more than one faction. When playing, acquiring, or defeating a multi-faction card, the card counts as all indicated factions for any abilities that reference a card's faction. When acquiring or defeating multi-faction cards, be sure to advance on the Legendary Track for each of the card's factions.

Unite

The Unite mechanic makes a return in Ascension Legends! When playing a card with a Unite effect, that effect triggers if you play or have played another Hero of the same faction during your turn. Note that playing Constructs does not trigger Unite effects.

Example: Dark Monk says "Gain 2 [power icon]. Unite: Draw a card." When you play **Dark Monk**, you will draw a card if you play (or have played) another Enlightened or Void Hero this turn.

Unite-Emissary

Ascension Legends features several Emissary Heroes in each faction. Each Emissary has an Unite-Emissary effect. Trigger this effect only if you play or have played another Emissary Hero during your turn. Unlike Unite, Unite-Emissary triggers if you play two or more Emissary Heroes in a turn, regardless of the faction of those Heroes.

Example: Mecha Emissary says "Unite-Emissary: Gain 2 [rune icon]." When you play **Mecha Emissary**, you will gain two Runes if you play (or have played) another Emissary Hero from any faction this turn.

Mecha Emissary
4
Mechana Hero-Emissary.
When you acquire this gain an additional Mechana.
Draw a card.
Unite-Emissary: Gain 1. (Gain this effect once if you play or have played another Emissary this turn.)
2

Game End and Scoring

When the final Honor token is taken from the pool, the game ends at the end of the current round (after the last player to start the game takes a turn). This means that in Ascension, each player will take the same number of turns by the end of the game. Players can still gain Honor even when the set number of Honor tokens is gone. Use additional Honor tokens from the box to track this.

In addition to your Honor tokens, the cards you have acquired are also worth Honor. The Honor Value of each card is indicated by the number in the Honor symbol ([honor icon]) in the bottom-left corner of the card.

When the game ends, count the Honor from all of your acquired Heroes and Constructs (including your hand, deck, discard pile, and Constructs in play) and all of the Honor tokens you have gained during the game. The player with the most total Honor is the winner!

If two (or more) players have the same amount of Honor points, the player who went last wins.

Glossary

Banish: When a card is banished, it is placed into the Void. **Apprentice** and **Militia** cards are returned to the game box, instead of going to the Void. **Mystic** and **Heavy Infantry** cards are returned to their respective piles, instead.

Constructs: When you play a Construct from your hand, it remains in play instead of going to your discard pile. You can gain an effect from it every turn while it is in play.

Control: You control a Construct while it is in play in front of you, regardless of which turn you played it. You do not control a Construct while it is in your hand, deck, or discard pile.

Destroy: When a card is destroyed, it is placed into your discard pile from play. This effect usually refers to destroying Constructs that are in play.

Enlightened: One of the four main factions. Enlightened cards are blue.

Hero: When you play a Hero from your hand, you immediately gain the effect listed on the card.

Honor ([honor icon]): Honor is used to determine victory in Ascension. When the game ends, count up the value of your Honor tokens and add the Honor values of all your acquired cards. The player with the most total Honor is the winner.

Lifebound: One of the four main factions. Lifebound cards are green.

Mechana: One of the four main factions. Mechana cards are brown.

Monsters: Monsters in the Center Row can be defeated using Power ([power icon]). When you defeat a Monster, gain its listed rewards and place it into the Void.

Power ([power icon]): Power is a resource that can be spent to defeat Monsters for their rewards.

Renown ([renown icon])**:** Renown represents your growing status as a legend. When a card gains you [renown icon], move one space up the Legendary Track in the faction indicated on the card.

Reward: When you defeat a Monster you gain its rewards, which typically include Honor ([honor icon]).

Runes ([rune icon]): Runes are a resource that can be spent to acquire Heroes and Constructs.

Unite: Cards with Unite have additional effects that occur if you play them in the same turn as other Heroes of the same faction.

Unite-Emissary: Cards with Unite-Emissary have additional effects that occur if you play them in the same turn as other Emissary Heroes.

The Void: The zone where banished cards are placed. Monsters defeated from the center row are banished to the Void.

Void: One of the four main factions. Void cards are purple.

FAQ

Q: What is the order of events after defeating a Monster in the Center Row?

A: When you defeat a Monster in the Center Row, you must first banish it to the Void. You then replace the empty spot in the Center Row with the top card of the Center Deck. Finally, you earn the rewards listed on the defeated Monster card.

Q: What happens when I defeat the **Cultist**? How many times can I defeat them?

A: The **Cultist** remains in the 'always available' area for the entire game. It is never banished to the Void. You may defeat the **Cultist** any number of times on your turn so long as you can afford to pay the Power cost. For example, if you have generated 8 [power icon], you may defeat the **Cultist** up to 4 times, gaining 1 [honor icon] each time you choose to do so.

Q: Do I have to spend all of my resources when acquiring a card or can I save the extra resources for later?

A: Runes ([rune icon]) and Power ([power icon]) that you generate can be spent until the end of your turn.You can spend a portion of your resources to acquire or defeat a card and use the remaining resources later in the turn. You will only lose all excess resources at the end of your turn. For example, if you play 2 **Mystics** from your hand to generate 4 [rune icon], you could acquire a Hero with a 3 [rune icon] cost now and then later acquire another Hero with a 1 [rune icon] cost.

Q: When all of the Honor tokens are gone from the pool, can I still earn more Honor?

A: Yes. When the Honor Pool runs out of tokens, it signals that the game is going to end, but you can continue to earn more Honor! When the last Honor token is taken, continue playing until the end of the current round—when the player who started last ends their turn. You can still gain Honor even when there are no tokens left in the pool, using the extra Honor tokens in the box.

Q: What happens if all of the **Mystic** or **Heavy Infantry** cards have been acquired? Can I still acquire them some other way?

A: No. There are a limited number of **Mystic** and **Heavy Infantry** cards available, and if they run out, you cannot acquire more of them. However, if a **Mystic** or **Heavy Infantry** is ever banished, it is placed back into its pile for purchase instead of being put into the Void.

Q: What happens if a card leaves the Center Row at the same time another effect would occur?

A: Whenever a card leaves the Center Row, it must be immediately replaced with the top card of the Center Deck. Any time a player is making a decision, or an effect is taking place, the Center Row should be full.

Q: Can I use 'once per turn' effects on other player's turns?

A: No. You may only use the effects of Constructs you control on your turn.

Q: Do I have to use 'once per turn' effects on my Constructs as soon as I meet their conditions?

A: No. As long as you meet the conditions listed on the Construct, you may wait to gain the effect later in your turn. For example, if you control a **Psychic Amulet**, you do not need to draw a card immediately when playing an Enlightened or Mechana Construct.

Q: Can I play an **Apprentice** to gain a Rune and then banish it with a **Shadow Arbiter**?

A: No. Heroes you play during your turn are no longer in your hand. They will remain face-up in front of you until the end of your turn and then go to your discard pile. If you want to banish a card from your hand, you won't be able to play it and gain its effect.

Q: Can multiple players occupy the same space on the Legendary Track?

A: Yes. There is no limit to the number of players who can occupy a space on the Legendary Track at one time. This includes the final space on the track.

Q: If I play a card with a Renown Threshold Effect that I don't meet the requirements for, can I gain that effect if I gain additional Renown at a later point in my turn?

A: No. To gain a Renown Threshold Effect you must have the necessary Renown at the time you play the card.

Have questions about Ascension™ strategies and gameplay? Wondering what happens when you combine this set with other cards and expansions? Visit the official Ascension™ F.A.Q. web page for more info: **www.stoneblade.com/faq**

Final Selling Points

If you're new to the Ascension universe, Ascension Legends offers a superb starting point.

- Experience the core deck building gameplay that has made Ascension a hallmark of the genre for 15 years.
- Like all other Ascension sets, this game is easy to set up and easy to learn with a strategic depth that will allow you to learn and grow with the game
- Meet some of the most legendary characters from across Ascension's history and enlist their aid in the battle to save Vigil.
- Unlock game-shaping powers as each card added to your deck brings you Renown with the game's factions and brings you closer to unleashing the powers of these Legendary characters.
- Forge your own legend as you ascend the Legendary Track to join the storied heroes that have come before you.

For longtime fans of the game, Ascension Legends elevates gameplay to a new level of depth and strategy.

- Explore a transformed game where the decisions you make shape not just your deck, but your status as a legend and the powers available to you.
- Leverage exciting card combinations and the powers offered by the Legendary Characters to maximize each turn.
- Enjoy the return of multi-faction cards and fan-favorite mechanics like Unite, and experience the new Unite-Emissary mechanic that allows for amazing combos, turning the tide of a game.
- Enhance your existing Ascension sets by combining them with Legends to incorporate Renown and the Legendary Track into your favorite expansions.